

User manual

HOW TO PLAY

The aim of the game is to activate the laser by arranging specified number of tokens in order. The laser must pass all of the tokens in order to win (excluding the Cell Blocker).

1. Start a new game.
2. Choose all the specified tokens by clicking them.
3. Place them on empty slots in a correct position.
4. Tokens with symbol **?** must stay in fixated location, however, rotating is allowed.
5. All the specified tokens must be used.
6. If the activated laser passes all of the specified tokens (excluding the Cell Blocker) – you win the game.

TOKENS

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**Laser:** Provides the light of laser.

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**Target/Mirror:** Use as target, mirror or both. Only the red side is a valid target.

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**Beam Splitter:** The laser is split into two directions. One is reflected 90 degrees and the other passes through the token.

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**Double Mirror:** Both sides reflect the laser 90 degrees.

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**Checkpoint:** The laser must pass through Checkpoint.

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**Cell Blocker:** Other tokens can’t be placed in the same cell as Cell Blocker. It won’t block the laser.

SYMBOLS

1. **The outline of token:** Place the token in the indicated cell.
2. **Question mark (?**): Correct position of the token must be figured.
3. **X of targets** : target is the red spot at purple mirror. X times of laser should be arrived at the red spot.